

Princess Pillowfighter



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Princess Pillowfighter v0.000000000000000000000006

Princess Pillowfighter is an RPG in its very early stages, and for this reason certain sections of the book such as The Section Defining An RPG and The Bit Where The Book Tells The GM To Make Players Describe What Their Characters Do Instead Of Invoking Mechanics have been left out in order to get a useable rule set out faster.

Concept

In Princess Pillowfighter, players portray Princesses seeking to increase their estates. Each Princess, whether controlled by a player or the GM, controls an area of land and rules the population that lives on it. The universe is a patchwork of these estates, constantly fluctuating.

Princesses can indirectly come in to conflict in any number of ways, but mainly choose to directly conflict through pillow fighting, as other methods are too unpleasant. Most pillow fights take place in The Castle, a realm separate from the physical universe, but accessible by portals from any location. It provides a common meeting ground. The Castle is maintained by a swarm of fairies who are individually unimpressive, but as a group capable of plots spanning thousands of years.



The general assumption behind Princess Pillowfighter is that no major harm will come to any character at any point. Characters can be defeated, but the GM must prevent anything gruesome from happening.

This assumption should take priority over concerns such as consistency and physics.

Making Princesses

Player Princesses are defined by a few numbers and traits. All player Princesses start out with 10 Self-Esteem, 10 Popularity, 0 Prestige, and 0 Luck points. Self-Esteem represents a character's willpower and determination; when a character reaches 0 Self-Esteem, she is usually unable to meaningfully effect the story until she gets some back. Popularity represents a character's reputation and ability to influence other characters. Prestige represent a Princess' estate – rather than exactly measuring square miles and number of followers, it merely gives a rough idea of how much prestige she has managed to semi-permanently accumulate. The player should make a note that this point represents her palace, her possessions, the surrounding lands, and their inhabitants. Luck points are a game resource that can be spent on various advantages.

Player Princesses also start with two traits. Starting traits describe the Princess, generally in one sentence, and usually contain a positive feature combined with a drawback. A GM might allow “She has an innate emotional connection with animals, but struggles to function in natural environments,” “She has a fairy sidekick who is not always entirely honest” or “She is very small” as starting traits. The GM can assign traits to any player Princess at any time, or even modify existing traits, but should only do so when the story calls for it. GM assigned traits can be entirely positive, entirely negative, or a mixture.



Playing the Game

During actual play, the GM narrates the scene and the players choose actions for their characters. Many actions are easy to resolve, but when any action might conceivably succeed or fail, particularly if a conflict between characters is involved, the GM must use a contest to determine the result. In a contest, the relevant player secretly bids any available amount of Popularity or Self-Esteem, depending on which one the GM requests – Popularity is usually bid on contests involving influence, whereas Self-Esteem is used for the rest. The GM does the same, drawing from the resources available to the source of conflict, whether it is a character or not. Both sides lose the resources they bid, then add 1d3 exploding to the total. The higher number wins... but the GM decides what “winning” means in the story. Keep in mind that characters with 0 Self-Esteem become incapacitated by whatever brought them to that point, while characters with 0 Popularity cannot bid it and thus always lose Popularity contests.

For more involved contests, the GM might require multiple rounds. A pillow fight, for example, should consist of contests between two characters until one achieved three wins. Losing the third round of a pillow fight should set the loser to 0 Self Esteem, with the usual drawbacks.

Multiple players can combine their resources to make a bid if it is justifiable in the story. If they do this, they also add all bonuses or penalties that they would if they were bidding individually (including the default free 1d3 exploding). If the bid fails, all characters suffer the consequences.

Princesses start their day with 10 Self Esteem, regardless of how much they lost on the previous day, provided they got a good rest.

Player Princesses gain luck points through masterwork desserts – desserts of the quality commoners use have no effect on royalty. A Princess who acquires a masterwork dessert can consume it for 3 Luck Points, or give it to someone else to receive 2 Luck Points and give 2 to the recipient. For NPCs, this works the same way; receiving a dessert from an NPC is worth 2 Luck Points, and giving a dessert to an NPC is worth 2 Luck Points, plus one Popularity. Princesses cannot pass a dessert back and forth forever to generate infinite Luck Points; the recipient must actually eat it for points to be awarded. A Princess' estate can generate one masterwork dessert per day by default. See the sections on Sources of Advantage and Prestige for ways to spend Luck Points.

Advantage

Not all contests are fair. Sometimes a character will have an edge on their opposition, which Princess Pillow Fighter represents with Advantage. For simplicity, the GM assigns characters one point of Advantage for each thing that helps them in the contest. See the following section for some guidelines on how to do this.

If a player or the GM makes a bid with more Advantage than the opponent, they roll a d6, add the difference between their advantage and the opponent's, and consult the chart, selecting the result they rolled, or one below it.

Roll	Result
1	Nothing happens.
2-3	Nothing happens. If this is an ongoing conflict with another contest following up, gain 1 Advantage on the next roll. Otherwise, gain 1 Luck point. NPCs and inanimate obstacles may gain non-mechanical effects, Self-Esteem, or Popularity at the GM's discretion.
3	Add 1 point to your bid for free, and, if applicable, your character looks very good while performing the action.
4	Add 1 points to your bid for free. You may take a small additional action without risk or reprisal, as approved by the GM.
5	Reveal the opposing bid and increase your bid if you wish.
6	Add 1 point to your bid for free and gain 1 Self-Esteem.
7+	Add 2 points to the bid for free. Subtract 7 from your Advantage and roll again, even if you selected one of the lower options. If this gives you negative Advantage, treat it as a zero.

A character or challenge can have negative advantage.

Sources of Advantage

Traits: If a Princess has a trait that helps her in a contest, the GM should give her 1 Advantage for each. The GM should also subtract 1 Advantage for each trait that would hinder a Princess.

Luck Points: A player can spend Luck Points to gain 1 Advantage for each before bids are revealed.

Prestige: If a Princess has help from an item, character, or anything else worth Prestige, she gains 1 Advantage for each point of Prestige it is worth. However, a Princess can only have help from one source of Prestige at a time, and the GM should be careful to avoid handing out Advantage when it does not make sense in the story.

Other: The GM should assign positive or negative Advantage to anything significant helping or hindering a Princess. Most sources should be worth 1.

Prestige

As Princesses become more influential, they might improve their estates, acquire allies, or create custom equipment. Mechanically, these are all represented using Prestige.

Players can spend a Luck Point and 10 Popularity to gain 1 Prestige. They should only be able to do so at a point approved by the GM, and they should come to an agreement with the GM as to what that Prestige Point actually represents – more territory, an improved library for her castle, a group of lesser wizards as followers, or an enchanted crown might all be options. Anything can be upgraded to be worth more Prestige, but each point must be purchased separately. The GM should represent each point as a new trait. If the GM thinks that a source of Prestige is relevant to a contest, they should give the player an extra Advantage point for every point of Prestige. Keep in mind that the story may call for

the source of the Prestige to be lost (the library burns down, the wizards quit their job, the enchanted tiara is stolen) and that as a result the GM can cancel out any source of Prestige as needed.

An existing source of Prestige can be upgraded to be more effective. This costs the new total of Prestige multiplied by ten in Popularity points. A player Princess can never use multiple sources of Prestige as bonuses on one bid, no matter the mechanical or story justification.

GM Tools

These tools are guidelines for GMs to create material, rather than exact rules on how the universe operates. GMs can do whatever they like.

Setting Creation

The GM can organize the universe and story in any way, though certain stories and universes may be better suited to other games. Here are some questions the GM may want to consider when planning a game.

What are Princesses like? Are they pure of heart and good, or selfish and plotting to increase their power? Do they occupy various points on the spectrum, and do they form groups based on their morals or goals?

How densely populated is the world? Keep in mind that an entire universe consisting of city states squished against each other means more characters tracked in less detail. Adding uninhabitable regions that divide the world up makes the game easier to run, and also provides space for further material. Why are the regions uninhabitable? Is the weather dangerous? Are there monsters? What is the difference between a monster and a Princess' subject?

What are the fairies' goals?

Alloting Resources

GMs should attempt to carefully weigh the challenges they make for their players against the resources they give. Though GMs have no limits on resources, they should allot NPCs and challenges limited Popularity and Self-Esteem so that they can be defeated, comparing the numbers to the resources given to the players.

The GM can give players any amount of Popularity to work with. However, these guidelines give some basis for comparison.

Action	Popularity Gained
Giving a dessert to an NPC of note	1
Winning a pillow fight	1
Attending an uneventful tea party	2 (1 for showing up, 1 for making it to the end without doing anything embarrassing)

Making a friend	2
Making a small group of noteworthy characters happy	5
Visibly helping someone deserving	5
Hosting an above average tea party	10
Becoming the center of attention at a large gathering	20

While taking away Popularity arbitrarily or to punish players is not fun, there are fair reasons a GM may want to do so. These guidelines may help.

Action	Popularity Lost
Being rude	1
Challenging a much weaker opponent to a pillow fight to score an effortless win	2
Falling face first into a cake	5
Storming out of a tea party angrily	10

The GM should award player Princesses Self-Esteem and Popularity when they accomplish something of note, but should avoid handing them out after all successful contests to avoid death spirals/infinite damage loops.

Budgeting Popularity for NPCs

While setting difficulty arbitrarily for single contests is usually fine, a GM may want to actually track a specific antagonist's popularity if the players are in a long term conflict. The amount of detail is up to the GM; arbitrarily increasing the antagonist's popularity periodically is fine, as is actually tracking their actions and awarding popularity appropriately. To keep things simple, the GM should be quick to downgrade antagonists from spotlighted to sidelined, and take the appropriate amount of notes.

Princess Equipment

The standard Princess costume consists of a dress, a sash or bustle over the dress, gloves, a crown or other headgear, shoes, stockings, bloomers, and something underneath the dress to give it the usual shape. This can be either petticoats, which are soft but have a great deal of volume, or a hoop at the base of the skirt, or a crinoline underneath the skirt to give it a very rigid shape. Petticoats are more restrictive to the wearer's legs due to their volume, whereas a hoop or a crinoline leave the wearer's legs unencumbered. Petticoats' flexibility allow swishing and mobility from more positions, though most rigid structures are at least designed to allow the wearer to sit.

A princess could wear a satchel or purse over her clothes, but likely could not increase her carrying capacity further.

The GM is not required to track or enforce any of this, but it may help a GM or player trying to represent a specific character concept, story, or piece of equipment.

Princess Appearance Generator

To generate a random Princess appearance, roll 2d6 and record the result for each of the following: height, weight, hair length, hair style complexity, hair curliness, and skin darkness. A result of 2 represents the least possible amount of the attribute, while a result of 12 represents the greatest possible amount. What this actually means is up to the GM. For example, a GM might roll a 2 for a Princess' height. The GM might interpret this to mean that she was two feet tall, or that she was merely a below average height for a human. The GM should consider the setting and the entertainment value of the result when interpreting these rolls.

The next step is generating a random hair color by rolling 2d6 and referencing the next table.

Roll	Color
2-3	Red
4-6	Black
7-9	Brown
11-12	Blonde

To generate a random outfit for a Princess, roll 2d6 and reference the next table.

Roll	Number of Colors
2-4	1
5-8	2
9-10	3
11-12	4

Generate random colors by rolling d66 (2d6 ordered, not totaled) on the following table.

Roll	Color
11-14	Red
15-22	Orange
23-26	Yellow
31-34	Green
35-42	Blue
43-46	Purple
51-54	Black

55-62	White
63-66	Reroll

When interpreting the results, remember that on this table, the red result might encompass pink or maroon -- for someone set on generating an entirely random Princess with no rerolls, this might be helpful when dealing with multiple instances of the same result.

Princesses have 2d3-3 unusual features. For each one, roll d66 and consult the following table.

Roll	Unusual Feature
11-14	Hair
15-22	Clothes
23-26	Skin
31-34	Mannerism
35-42	Face
43-46	Accessory
51-54	Reputation
55-66	Other/Any

Interpreting the table involves some creativity and consideration of the tone of the game. For a more unrealistic setting, an unusual facial feature might be purple eyes or vampire fangs, whereas glasses or freckles might be better for a less silly game. Also, consider the other random results -- a GM might look at a Princess with a red dress with yellow accents, decide that she was from the Soviet Union, and conclude that her unusual mannerism would be speaking like Ivan Drago instead of assigning her a meaningless one like fidgeting or fanning herself.

Differentiating NPC Princesses Mechanically

While the appearance generator may help, GMs may want to have actual rules representing differences between NPC Princesses. Most distinctions can be done using something along the lines of the system for player Princess traits -- NPC Princesses have strengths and weaknesses appropriate to their features. An NPC Princess might be athletic, skilled at baking, or well dressed, or she might be quick to panic, bad at math, or cursed to turn into a bookcase every Wednesday. The GM should treat NPC Princesses like player Princesses in this way, allowing them to have 1 Advantage to their bids for each relevant positive trait, and -1 Advantage for each negative one.

NPC Princesses can have any amount of Popularity the GM likes. While there are no restrictions on how much Self Esteem an NPC Princess may have, it is best to give them exactly 10, because this gives players a tool to make interesting decisions with when bidding in pillow fights. Because of this, mechanically differentiating NPC Princesses in pillow fights requires a certain amount of special attention.

Any NPC Princess relevant enough to require special attention to her pillow fighting abilities should be defined by one or more features and a number of dice. For example, a Princess might be bald, a feature that she hides with a wig. When someone calls attention to this in any way, she would become angry, and thus more dangerous in a pillow fight. The GM might decide that this particular Princess might have -1 Advantage on her pillow fight bids normally, and 1 Advantage when angry. This could also work in reverse -- a Princess might be more confident and fight more effectively if her friends were in the audience, gaining 1 Advantage when they were present, but -1 Advantage when they were absent. Generally, a pillow fight between Princesses with a consistent gap of 1 Advantage will be bad for the underdog, but not unwinnable, while a gap of 3 Advantage is borderline unsurmountable.

Credits

Jay (jay156.deviantart.com) - Art

Peachbro/Kat - Help with Princess equipment

